

10th



ICEMT 2026

September 26-28, 2026

The 10th International Conference on EDUCATION AND MULTIMEDIA TECHNOLOGY

MACAU, CHINA

<https://www.icemt.org>

We are thrilled to invite you to join us in Macao, China, from September 26 to September 28, 2026, for the 10th International Conference on Education and Multimedia Technology (ICEMT 2026). ICEMT 2026 is organized by City University of Macau, China.

ICEMT 2026 will bring together educators, researchers, industry professionals, and technology innovators from around the globe to participate in engaging sessions, hands-on workshops, and lively discussions aimed at shaping the future of education through technology.

Join us in Macao for an inspiring and enriching experience. Together, let's redefine the learning experience through innovative technologies!

Call For TPC

We are seeking dedicated and knowledgeable individuals to join the Technical Program Committee (TPC) for ICEMT 2026. TPC members play a crucial role in ensuring the quality and success of the conference. We are looking for experts in various areas related to education and multimedia technology to help review and select papers, workshops, and presentations for the conference. If you are interested or if you have someone to recommend, please send your/their CV/s to icemt@academic.net. All received CVs will be carefully reviewed and discussed. TPC member's name, affiliation and nationality will be shown on the webpage for ICEMT 2026 as well. Welcome to join us.

Conference Proceedings Publication



Accepted papers, following successful registration and presentation, will be published in the **ICEMT 2026 Conference Proceedings by ACM**, included into **ACM Digital Library**, and submitted for indexed by **Ei Compendex and Scopus**, and other databases.

Publication History

ICEMT 2025 | ACM digital library | ISBN: 979-8-4007-1938-7 | Index: Ei compendex, Scopus
ICEMT 2024 | ACM digital library | ISBN: 979-8-4007-1761-1 | Index: Ei compendex, Scopus
ICEMT 2023 | ACM digital library | ISBN: 979-8-4007-0914-2 | Index: Ei compendex, Scopus
ICEMT 2022 | ACM digital library | ISBN: 978-1-4503-9645-5 | Index: Ei compendex, Scopus
ICEMT 2021 | ACM digital library | ISBN: 978-1-4503-9022-4 | Index: Ei compendex, Scopus
ICEMT 2020 | ACM digital library | ISBN: 978-1-4503-8837-5 | Index: Ei compendex, Scopus
ICEMT 2019 | ACM digital library | ISBN: 978-1-4503-7210-7 | Index: Ei compendex, Scopus
ICEMT 2018 | ACM digital library | ISBN: 978-1-4503-6525-3 | Index: Ei compendex, Scopus
ICEMT 2017 | ACM digital library | ISBN: 978-1-4503-5293-2 | Index: Ei compendex, Scopus

Submission Methods

1. By Online System: <https://www.zmeeting.org/submission/icemt2026>
2. By Email: icemt@academic.net

Note: Please do not submit the same manuscript multiple times. And please choose ONE submission method for submitting.

Submission Guidelines

Full Paper
Submit papers of at least 10 pages, including figures, tables & references, which will be presented in oral presentations.

Abstract (Presentation Only)

We encourage you to send informative abstract (200-400 words) which is a compendious summary of a paper's substance including its background, purpose, methodology, results, and conclusion.

Page Requirements

The manuscript in one column format, between 8-10 pages, extra pages (from Page 11) will be charged at 70 USD/per page.

Paper Template: https://www.icemt.org/acm_template.docx

Important Dates

Submission Deadline: May 30, 2026

Notification Deadline: June 30, 2026

Early Bird Registration Deadline: June 30, 2026

Registration Deadline: July 20, 2026

Call for Papers

(Topics of interest for submissions include, but are not limited to):

Emerging Technologies in Education

Web-based Learning
Social Media Analysis and Educational Applications
Technology-Enhanced Learning

Educational Software & Serious Games

Educational Software Experiences
Computer Software on Education
Educational/Serious Games

Open Educational Resources

Digital Learning
Design and Interactive Communication
HCI and Digital Learning Experiences

Emerging multimedia applications and technologies

Image/Video Processing
Immersive Media
Multimedia Analysis and Understanding

Design and Interactive Communication

Internet Architectures
Web Design
Cognitive Modeling

Artificial Intelligence in Education

ChatGPT and AI-Enhanced Learning
Adaptive Educational Systems
Cognitive Modeling and Intelligent Modeling

More information about the topics, please visit: <https://www.icemt.org/cfp.html>

Conference Program

Day 1 - September 26, 2026-Sign-in for ICEMT 2026
Day 2 - September 27, 2026-Opening Ceremony & Keynote
Speeches & Technical Sessions
Day 3 - September 28, 2026-Technical Sessions

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Conference Secretary: **Ms. Bernice Bai** Email: icemt@academic.net
Phone: +86-17323120754 (China)